

FIG. 1

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Type the messages you want to play for each event.

Help 1:	220
<input type="text"/>	
	<input type="button" value="Clear"/>

Help 2:	220
<input type="text"/>	
	<input type="button" value="Clear"/>

Nomatch 1:	220
<input type="text"/>	
	<input type="button" value="Clear"/>

Nomatch 2:	220
<input type="text"/>	
	<input type="button" value="Clear"/>

Noinput 1:	220
<input type="text"/>	
	<input type="button" value="Clear"/>

Noinput 2:	220
<input type="text"/>	
	<input type="button" value="Clear"/>

Add Variable	Add Pause	0.5  sec	Clear All	240
250	260	270	225	230
			<input type="button" value="Back"/>	<input type="button" value="Finish"/>
				<input type="button" value="Cancel"/>

FIG. 2

Type the messages you want to play for each event.

Message 1:	300
<input type="text"/>	
	<input type="button" value="Clear"/>

Message 2:	300
<input type="text"/>	
	<input type="button" value="Clear"/>

Accelerate noinput timeouts after Help to: 3.0 sec

Add Variable	Add Pause	0.5  sec	Clear All	330
350	360	370	325	335
			<input type="button" value="Back"/>	<input type="button" value="Finish"/>
				<input type="button" value="Cancel"/>

FIG. 3

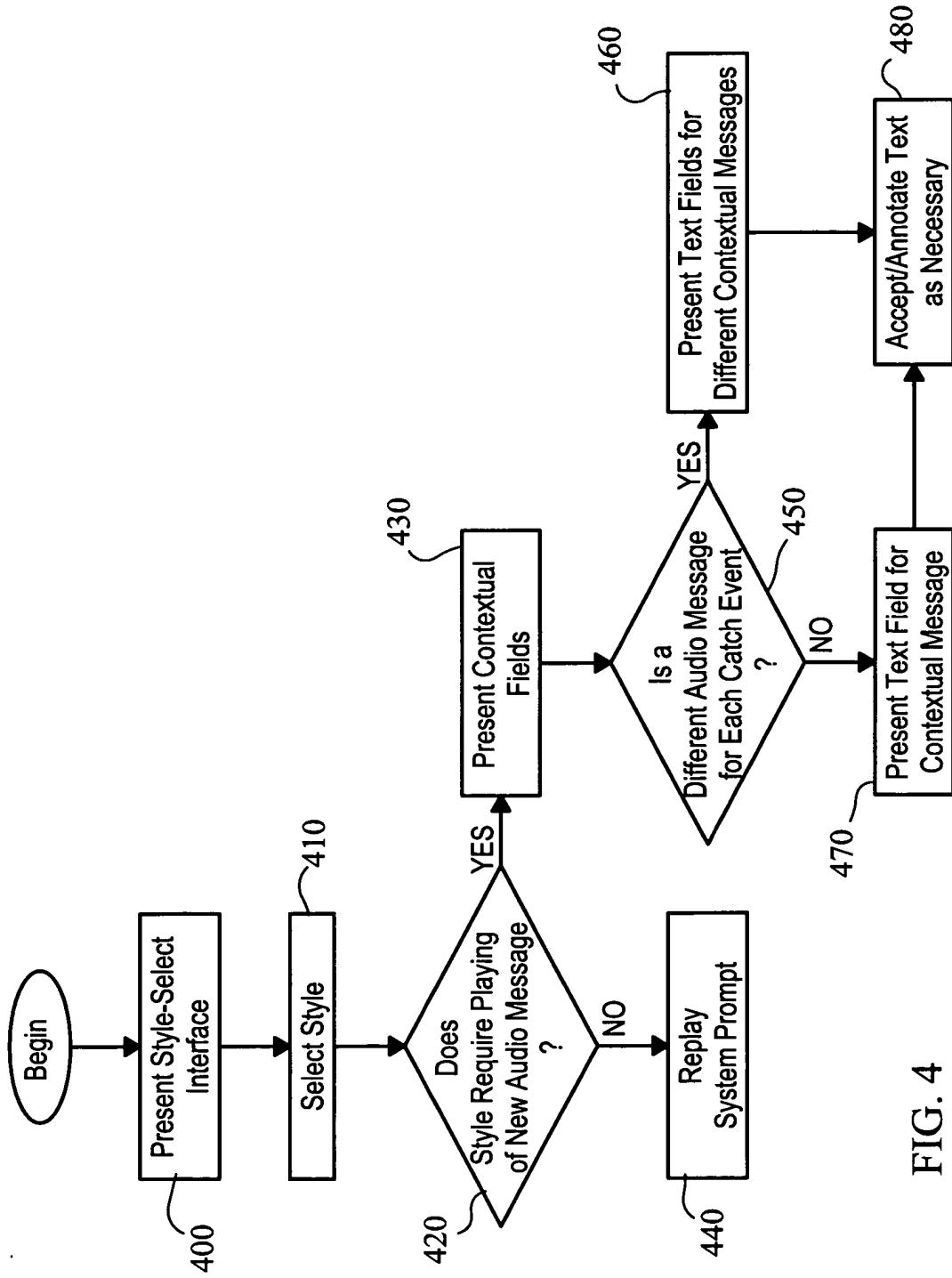


FIG. 4